

# Lords of the Earth

## CAMPAIGN TWENTY-FOUR – THE AMERICAS

### Turn 93

1442 ~ 1445 Anno Domini

846 ~ 849 in the year of the Hegira

4140 (Water Dog) - 4143 (Wood Ox)

### New for T73

[Noble House rules](#) have been added – please take a look at these here.

New [Spreadsheet](#) for the Renaissance has been created – this can be found here and must be used from now on.

Some tinkering with the [Religious Order rules](#).

I'm going back to standard movement rules – sigh – as it is just taking too much time to rewrite these. Please continue to give your orders in year chunks though – The newly created [spreadsheet](#) should help with this

### New for T59

**Paths to victory:** There are several options open to a player when an NPN has been defeated

1. Take the victory conditions (see NPN rules) available for NPNs and allow the NPN to go its own way. This is a useful option if you do not want to increase your imperial size or bother with the NPNs internal affairs.

2. Keep it as either Pacified or Pacified Tributary. You will not get victory conditions but will get income from the NPNs Homeland/Friendly regions and cities. Also, as the years from conquest marker goes up it may turn Friendly or Tributary. Using this option treats the NPN as a super-region.
3. Old school, you will have to take the regions you want and conquer each in turn. If the capital is taken then some of the NPNs ratings will be added to yours if higher. The NPN will cease to exist.

**Dealing with hordes:** Hordes can be dealt with a number of ways rather than just an outright battle. These are

1. Threaten them. Hordes respond to a show of strength and may leave you alone if confronted with enough force.
2. Bribe them. They are looking for gold and lands to settle or pillage so if you offer them it on a plate they may well go away. They may also just take it and attack anyway.
3. Use diplomacy. It does work and I suggest chucking in a royal princess or two.

You can also use a combination of the above. If the horde becomes a FA or A, you can direct its attacks or its path of migration.

## New for T53

**Restrictions on Royal Marriages:** Due to the complications arising from these rules only K, H or P leaders can benefit from a Royal Marriage. Members of the Royal Family that have not come into play are not considered eligible. Also, Primate, Order and Secret Empire positions are not eligible for marriage bonuses. These are meant to be diplomatic arrangements between sovereign states.

## New for T51

**No Orders:** If I don't get any orders in for a position and the player doesn't answer my emails then I'll put the position back to a NPN and put aside the players cash (if any) until they pick it or another nation up again.

## New for T50

**Request Royal Marriage:** Used to ask a NPN nation for a bride for one of your Princes or a suitor for one of your little Princesses. Cost is 6AP, Charisma based. The leader doesn't have to be in the NPNs capital but if he isn't then he needs to be in your homeland/capital.

## New for T49

**Naval Reaction and Blockade:** Naval Reactions can only occur when there is action in a Sea Zone that the fleet is based at. The fleet has to be based from a port and not the Sea Zone. Also, the Reaction can only occur when your own lands or those of an ally benefiting from a Defensive Pact marriage bonus are attacked. It also applies to any merchant fleets you operate through the Sea Zone in the case of piracy. Naval Blockade's only work if your fleet is based in the same Sea Zone as the target port and you spend all (every single one) of your APs in the blockade. The fleet must be based from a port and not a Sea Zone.

## New for T48

**The use of fleets for Reaction and mitigating the effects of Pirates:** My understanding has now changed since we GMs have had some discussion on the list. The use of Reaction has been explained on the Wiki and Patrol is no longer used in the Base Rules.

### Reaction

- Take a look at this link for more info  
[http://www.throneworld.com/wiki/index.php?title=Basic\\_Rules\\_Leaders\\_and\\_Army\\_Actions#Reaction](http://www.throneworld.com/wiki/index.php?title=Basic_Rules_Leaders_and_Army_Actions#Reaction)

### Trade Route Escorts

- This is specific to Lords 24. Units can be assigned to a trade route to act as static convoy escort using the G type leader. Note this is not as good as patrol as the warships assigned will only reduce the effects of piracy, not capture or destroy the pirates themselves.

**Updated NPN and Primacy rules:** Yep, been tinkering again but I feel a almost serene sense of satisfaction with my latest offering. See what you think.

**Added the ability to hire mercenary captain when there is no mercenary company available:** See the mercenary tables

## New for T47

**Improved cultivation at TL5:** If a nation has reached the dizzy heights of TL5 than it can benefit from improved cultivation. You can Improve a cultivated homeland region from 2GPv to 3GPv, or any other controlled cultivated region from 1GPv to 2GPv. This is a level one megalithic construction.

## New for T45

**New Rivers:** I've added in some new possible rivers onto the map. These are rivers that were once passable by light traffic (remember Cogs cannot travel on rivers) and have now become silted up. You can dredge a stretch of the river (along one region border edge) as a 0.5 level project.

### **Gripes:**

Agro as conversion – this has restrictions (see 2.11.5.3) which I will be enforcing from now on.

Rivers can only support light ships – as far as I know Cogs cannot travel on rivers. This also includes Cogs built for trade.

**New Primates:** We have two new Primate positions this turn. Jumal Skyfather, which is an Estonian god and the Coptic Church based out of Axum.

## **New for T44**

**Minor islands and City States:** I'll be allowing minor islands (Corfu, Jerba, Wight etc) and city states to be used as locations from T44. Just let me know the rationale behind why you want it separate and if reasonable I'll add it in. Once they are created as locations, they obey all the rules of islands etc. However, their Gpv cannot go above 0.

**Flooding:** The last few turns have seen a massive increase in the amount of flooding that has occurred. It appears that the years are getting warmer and wetter. As a result of this some of the minor rivers on the map are once again becoming passable to river traffic.

**Denmark:** Following on from the Minor Islands stuff, you can see that Denmark is now separated out to Jutland and Syaland (Zeeland).

## **Announcements and items of note**

**General Stuff:** Please use my Paypal account ([stephenbrunt@yahoo.co.uk](mailto:stephenbrunt@yahoo.co.uk)) for all Lords' 24 payments. If you cannot use this facility then please let me know and I will see what I can do about filtering US funds to my account. I may also stop using the throneworld email address due to the mass of spam I'm getting!

**Order Form:** Please use the [standard excel order form](#)

from now on. I'll update the site with a link to it next week when I get some time. This is important as it helps me process the turn more quickly. THIS IS NOW MANDATORY.

**Non-Payment:** some of you still owe me some cash. Although it may come as surprise that this is not my main source of income, I see it only polite that you pay for the occasionally night out. So, if you're under zero next turn I'll not process you orders.

**Version 6:** Lords 24 uses version 6 of the basic rules

**The Map:** The map now includes India as well as Europe, Central Asia and Africa. I've greyed out repeated areas on the maps to make my life easier. However, this means some player nations are split across more than one map. I may increase the size of the main map but I'll have to think on this.

**Tithes and Tribute:** I think these are automatically updated by the stats program, so no need to declare them in your orders.

**Control of the Papacy and Religious Orders:** In Lords 24 we will not always have a player Pope (or Caliph etc for that matter) and the following rules are used to determine which player faction controls the Pope's actions, Papacy Rules. I've also added some stuff about gaining support from their armies

### **How to make your GM happy (PLEASE READ! REALLY!):**

Please send any and all Lords24 correspondence to [stephenbrunt@yahoo.co.uk](mailto:stephenbrunt@yahoo.co.uk) .

### **LORDS 24 WEB RESOURCES**

The Lords Twenty-Four homepage is at:

<http://lords.throneworld.com/lote24/index.html>

All of the on-line resources, including order forms, mailing lists and web-sites for Lords of the Earth are summarized on this page:

[http://lords.throneworld.com/?page\\_id=2](http://lords.throneworld.com/?page_id=2)

You can subscribe to the Lords 24 mailing list by pointing your web-browser at:

<http://games.groups.yahoo.com/group/lote24>

...and following the instructions on that page.

### **VARIOUS FEES AND LEVIES**

At the moment the turns cost \$5 – please pay up of you owe

We are using the latest v6.3.5 of the basic rule book that can be found here

<http://lords.throneworld.com/players/loterule/rules.html>

# North America

## The Yokut Tribes

(Open Empire)

*Angry Bear, Chief of the Yokuts*



These years were times of plenty. The Yokuts were content to live a simple life.

## The Atakapa Tribes

(Open Empire)

*Nytah, Chief of the Atakapa*



Chief Nytah oversaw the completion of the trail from Mejalero up to the border with Atakapa. Work was started to clear the lands of the Chitimacha for new farmland. Nytah travelled to the Chitimacha lands and takes a bride from amongst their people. He was able to sway the tribe to offer tribute to the Atakapa and to be ruled from Atakapa. Despite Nytah's efforts, the plague was to spread to the Atakapa lands by Chickasaw trappers working across the Lower Great Snake. Nytah was to survive but the plague ravaged through Atakapa, Chitimacha and Mejalero.

## The Moundbuilders

(Open Empire)

*Mahamon, Chief of the Moundbuilders.*



A new plague of vomiting and blisters was to strike the lands of the Moundbuilders, scarring most of the survivors. This plague was even worse than the ones of previous years and left many dead. Chief Mahamon was amongst the survivors but his young son Skythe was to succumb to the plague. The people of Miami paid little heed to Tomahk requests to improve the alliance, preoccupied as they were by the many deaths in their lands.

## The Ute

(Open Empire)

*Little Wolf, Chief of the Ute*



Unaffected so far by the plagues from the East, the Ute were able to clear the lands of the Chiricaua for more farmland. Little Wolf continued to oversee the Ute lands from his council while Hunting Bear was able to gain an alliance of sorts from the Shoshoni. Black Hawk was able to negotiate a more formal alliance with the Chiricaua and the support of their chief.

## The Huron Confederacy

(Open Empire)

*Monotan, Chief of the Huron*



Beset by plagues and strange invaders from the East, Monotan decided to act. He gathers his scattered warriors and led an attack against the invaders in Ossossane. Their leader, Latrell, he recently declared himself king but did rule for long before succumbing to a fever. His death meant that the invaders were unprepared for Monotan's attack and were slaughtered without mercy. Some of his mercenaries escaped into the wilderness. After his success in liberating Ossossane, Hurin took a wife from amongst his people and fathered two sons. The Sokoni were pleased to pay tribute to Monotan.

# South America

## The Chimu Kingdom of Chanchan

(Open Empire)

*Ninan Cuyuchi, King of the Chimu*



As the Chanchan capital grew in size, new aqueducts were constructed in Vitcos, Pachamac and Tumaco. The Moon Cult was pushed back in Valdivia through the efforts of Cuyuchi's priests although few converts were made in Chimu. Prince Apo-Mayta was assisted by Inti Cusi in repairing relations with the Uri. Members of the royal family had a harrowing time as Cuyuchi's agents questioned them on their loyalties to the Salcamayhua but again, no more evidence was found.

## Chichen Itze

(Open Empire)

*Soluc Sayala, Chief of the Chichen Itze*



The Mayan king, Soruc Sayala was to rule from Chichen Itza, being blessed with four children during these years by his wives. His son Korat was named his heir and was presented at court along with the princess Loloa. Priests of the Maya were confused when Soluc requested them to disparage the gods; an act that caused great discontent amongst the priesthood. Karayla continued his work in Kekchi, gaining more tribute from the province.

## Zapotec Mitla

(Open Empire)

*Cozamaltol, Queen of the Zapotecs*



Little did Tiazopilli know before his death in 1442 that his sister Cozamaltol was plotting against him. The nefarious spinster had spent the last years gaining the support of Tiazopilli's nobility and no sooner had her entourage arrived at court did she strike. Her brother and Tiazopilli's preferred her, Prince Zipilli, was cut down by Chimalli as they were to discuss affairs of state. Cozamaltol's made to secure her reign by killing the children of Zipilli and Tiazopilli and her sister Ahuiliztli. However, the wives were forewarned and managed to escape to their families before Cozamaltol could strike. Poor Xquenda was killed whilst escaping. Now queen, Cozamaltol quickly took control of the kingdom. Only Huave saw this opportunity to rebel. One of Tiazopilli's last decisions was to start an aqueduct in the city of Mitla. The plagues had reached Tamaulitec and threatened to spread to the lands of the Triple Alliance. Trade was also

established to the clans of Mitla, Nicaro and Totonac. Nayla, now a fervent supporter of Cozamaltol, was able to prevent Mitlan influence in the Totonac tribes from waning. In Mitla, Chimalli was able to increase Mitlan influence with the clans despite them harbouring Nayali and her children.